

Avatar

Avatar A sophisticated and flexible avatar component designed to display user profiles, status indicators, and visual representations with support for images, text labels, badges, and animated gradient borders. Perfect for user interfaces, chat applications, social platforms, and any system requiring user identification and status display. How to use ■ `import { AavaAvatarsComponent } from "@aava/play-core"` ; Basic Usage ■ The most basic implementation with default settings and image support. Avatar Sizes ■ Seven distinct sizes to suit different design requirements and use cases. Available Sizes ■ `xxs` (Ultra Small) : Very compact size for extremely dense layouts `xs` (Extra Small) : Compact size for dense layouts and lists `sm` (Small) : Small size for compact interfaces `md` (Medium) : Standard size for most use cases `lg` (Large) : Large size for prominent content (default) `xl` (Extra Large) : Extra large size for emphasis and accessibility `xxl` (Ultra Large) : Maximum size for hero sections and special emphasis Avatar Shapes ■ Two shape variants to match different design systems and preferences. Shape Features ■ `Pill` : Circular shape with smooth rounded corners `Square` : Modern square shape with subtle border radius `Responsive` : Border radius adapts to size for optimal appearance Badge Integration ■ Seamless integration with badge components for notifications and status indicators. Badge Features ■ `Status Badges` : Visual indicators for online/offline status `Count Badges` : Numeric indicators for notifications `Custom States` : Support for various badge states and colors `Positioning` : Automatic positioning at top-right corner `Responsive` : Badge size adapts to avatar size `Text Labels` ■ Support for both status and profile text labels with flexible positioning. `Text Label Features` ■ `Status Text` : Small text for status indicators `Profile Text` : Larger text for user names or titles `Dual Support` : Can display both status and profile text simultaneously `Typography` : Different font sizes for hierarchy `Alignment` : Proper alignment with avatar element Avatar Initials ■ Avatar can also support text-based initials `Initials Features` ■ `Custom Initials` : Allow developers to provide initials directly `Background Colors` : Configurable solid backgrounds `Text Styling` : Adjustable font size, weight, and color for initials visibility. `Size Variants` : Support for `sm`, `md`, `lg` (and more) to fit different UI contexts. `Accessibility Features` ■ `Screen Reader Support` : Proper ARIA labels and descriptions `Focus Indicators` : Clear visual focus indicators `High Contrast` : Enhanced visibility in high contrast mode `Reduced Motion` : Respects user motion preferences `Alt Text` : Support for image alternative text API Reference ■ `Inputs` ■ `Property Type Description` `size` `'xxs'` | `'xs'` | `'sm'` | `'md'` | `'lg'` | `'xl'` | `'xxl'` Size of the avatar component `shape` `'pill'` | `'square'` Shape variant of the avatar `imageUrl` string URL of the avatar image `statusText` string Small text for status indicators `profileText` string Larger text for user names or titles `badgeState` `BadgeState` State of the badge component `badgeSize` `BadgeSize` Size of the badge component `badgeCount` number Numeric value for count badges `additionalText` string Additional text label for extra information `initials` string Initials shown in avatar `initialsBackground` string Background color for initials `initialsColor` string Text color for initials `customStyles` `Record<string, string>` CSS custom properties override `CSS` Custom Properties ■

Property	Default	Description
--avatar-size-us	Dynamic	Ultra small avatar size
--avatar-size-xs	Dynamic	Extra small avatar size
--avatar-size-sm	Dynamic	Small avatar size
--avatar-size-md	Dynamic	Medium avatar size
--avatar-size-lg	Dynamic	Large avatar size
--avatar-size-xl	Dynamic	Extra large avatar size
--avatar-size-ul	Dynamic	Ultra large avatar size
--avatar-border-radius	Dynamic	Border radius for avatar shapes
--avatar-border-radius-us	Dynamic	Border radius for ultra small size
--avatar-border-radius-xs	Dynamic	Border radius for extra small size
--avatar-border-radius-sm	Dynamic	Border radius for small size
--avatar-border-radius-md	Dynamic	Border radius for medium size
--avatar-border-radius-lg	Dynamic	Border radius for large size
--avatar-border-radius-xl	Dynamic	Border radius for extra large size
--avatar-border-radius-ul	Dynamic	Border radius for ultra large size

Accessibility Guidelines ■ **Screen Reader Support** ■ Provide meaningful alt text for avatar images Use descriptive labels for avatar purposes Include context about user status and information

Visual Design ■ Ensure avatar images meet minimum size requirements Provide clear visual distinction between different states Support high contrast and reduced motion preferences Use consistent sizing and spacing across the interface

Best Practices ■ **Design Guidelines** ■ **Appropriate Sizing** : Choose sizes based on context and importance

- Ultra Small/Extra Small : Use for extremely dense layouts, data tables, and compact interfaces
- Small/Medium : Use for standard layouts, navigation, and user lists
- Large : Use for featured content, profile headers, and important user information
- Extra Large/Ultra Large : Use for hero sections, prominent displays, and accessibility emphasis

Consistent Shapes : Use consistent shapes within the same interface

Clear Hierarchy : Use size and styling to indicate importance

Status Clarity : Make status indicators clear and unambiguous

Image Quality : Use high-quality, properly sized images

Performance ■ **Image Optimization** : Optimize avatar images for web delivery

- Lazy Loading** : Implement lazy loading for avatar images
- Caching** : Cache frequently used avatar images

Animation Performance : Use hardware-accelerated animations

Bundle Optimization : Import only needed avatar features

User Experience ■ **Loading States** : Provide loading indicators for remote images

Fallback Handling : Implement graceful fallbacks for missing images

Consistent Behavior : Maintain consistent behavior across avatar types

Responsive Design : Ensure avatars work well on all screen sizes

Touch Targets : Ensure adequate touch target sizes for mobile

Implementation Considerations ■ **Image Management** : Implement proper image loading and error handling

State Management : Properly manage avatar states in your application

Accessibility : Ensure all avatar features are accessible

Theming : Use CSS custom properties for consistent theming

Testing : Test avatars across different devices and browsers

Accessibility Implementation ■ **Semantic HTML** : Use proper HTML structure for avatar elements

ARIA Attributes : Implement appropriate ARIA labels and roles

Focus Management : Ensure logical focus order and indicators

Screen Reader Testing : Test with actual screen readers

Keyboard Testing : Verify complete keyboard navigation flow

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```
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```

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```
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```

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```
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```

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```
</aava-avatars>
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```
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```

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```
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```

```

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```

```

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```

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